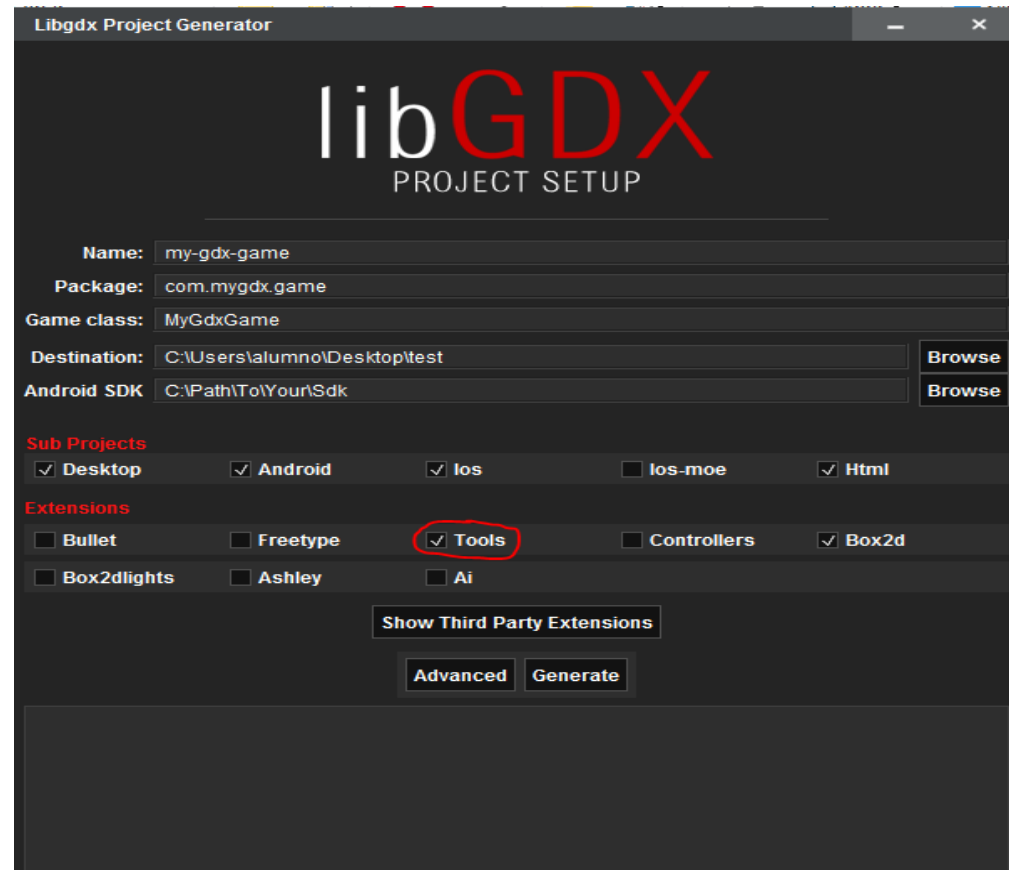# Particle 2D
(Particle 2D Editor)
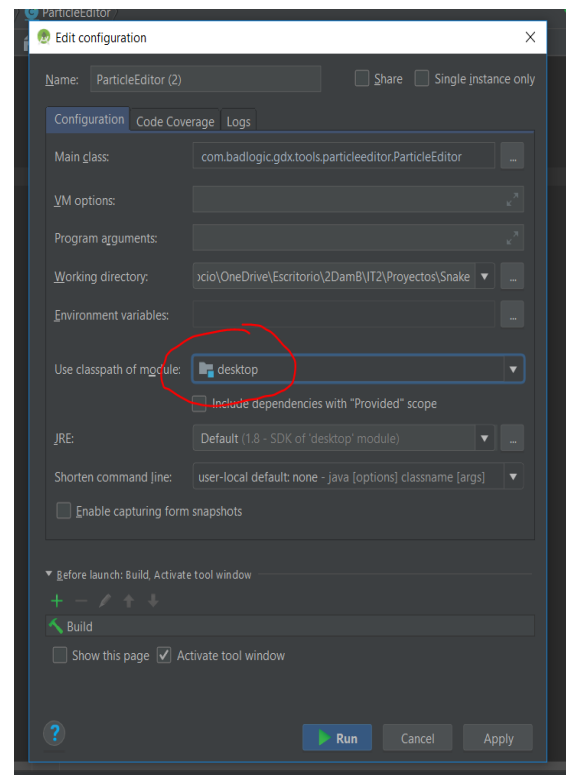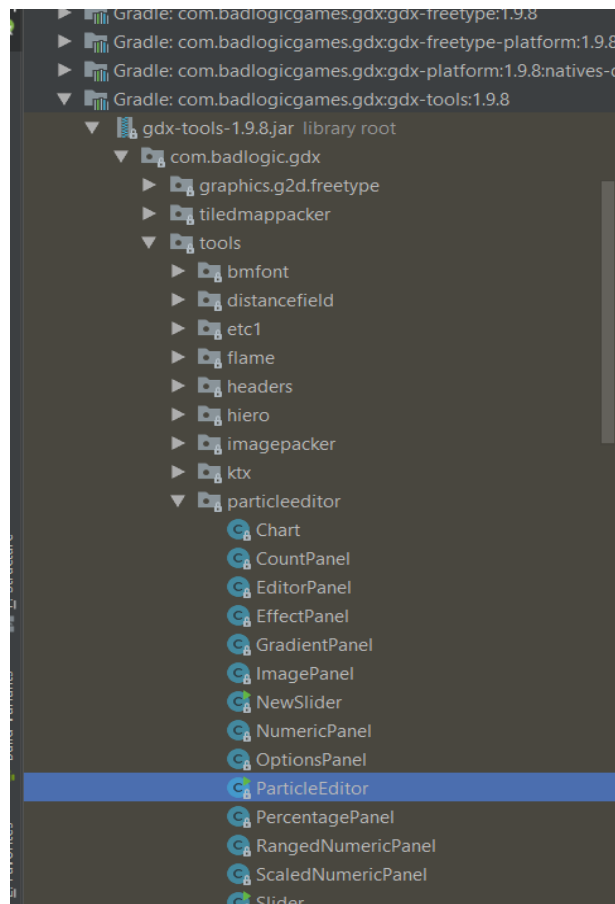
INSTALLATION

What We Need?

- In our case AndroidStudio
- A project of libgdx with the grandle 4.6 and with the option of tools checked
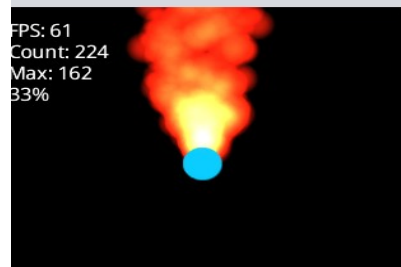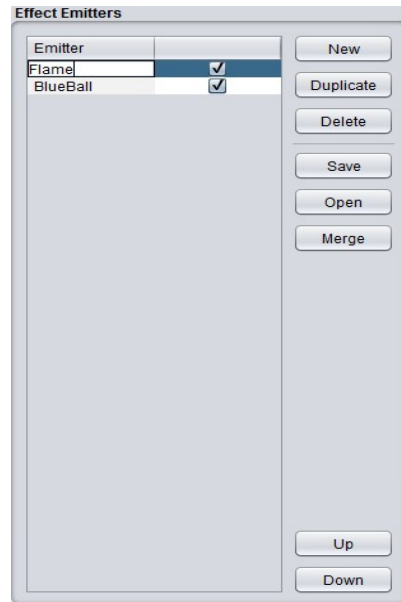
HOW TO START

We should go to External Libraries and run ParticleEditor.Then we choose desktop in the option Use classpath of module

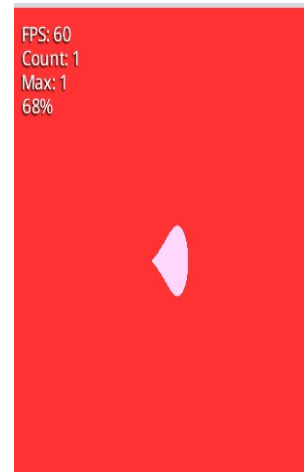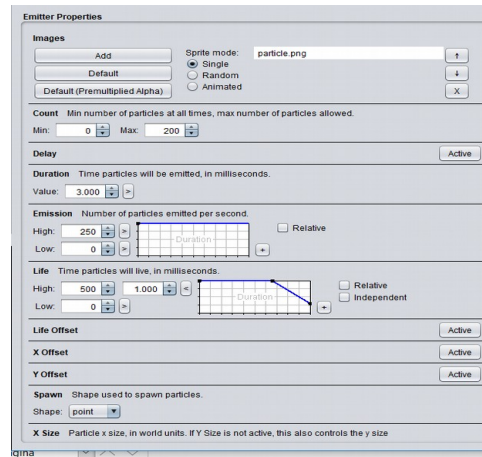# PARTICLE 2D EDITOR FEATURES

EFFECT EMITTERS

EDITOR PROPIETIES

EMITTER PROPIETIES


- Count: The count is used to define how many particles there should be at any time during the effect.

- Duration:The Duration is the value that sets how long the Effect runs. A duration of 1000 means the effect will last for 1 second.

- Spawn:This sets the shape of the area where particles can spawn.

- Velocity: Speed of the particles.

- Anlgle:Sets the angle that particles go, the velocity mus be set.
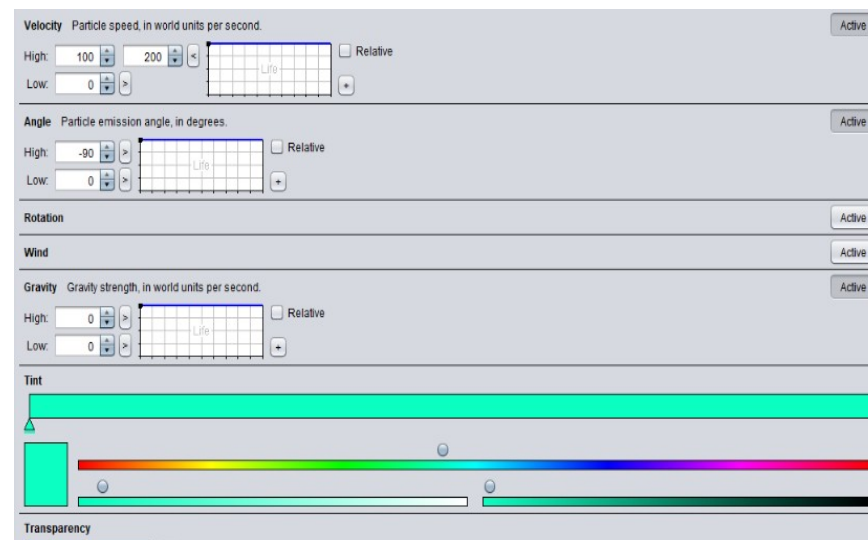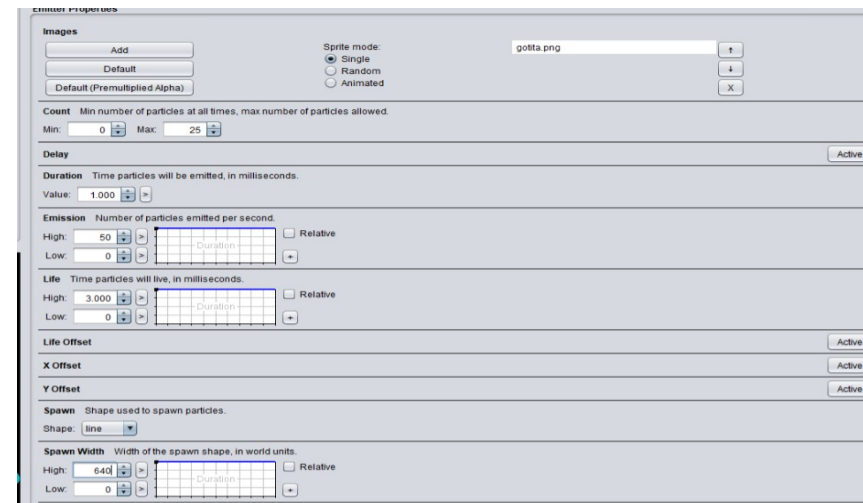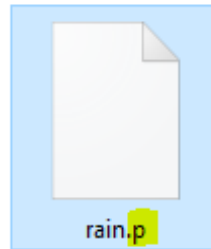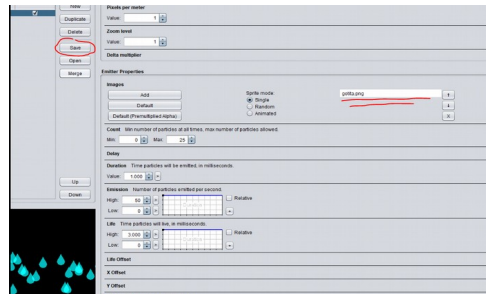
- Rotation:Sets the rotation of the particle.
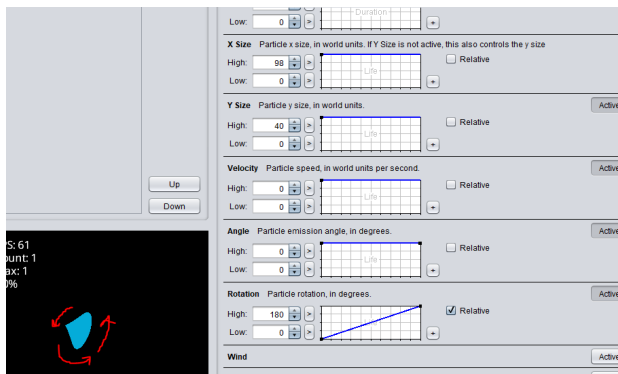
RAIN EXAMPLE
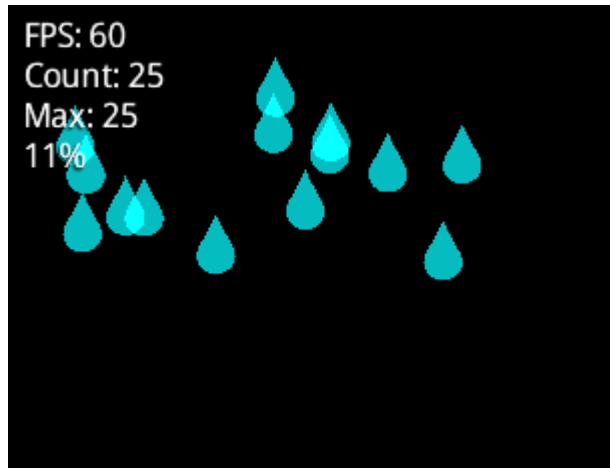
- Spawn shape is a line
- The width is 640 like our WORLD_WIDTH.
- We change the direction of the particles with a negative angle.
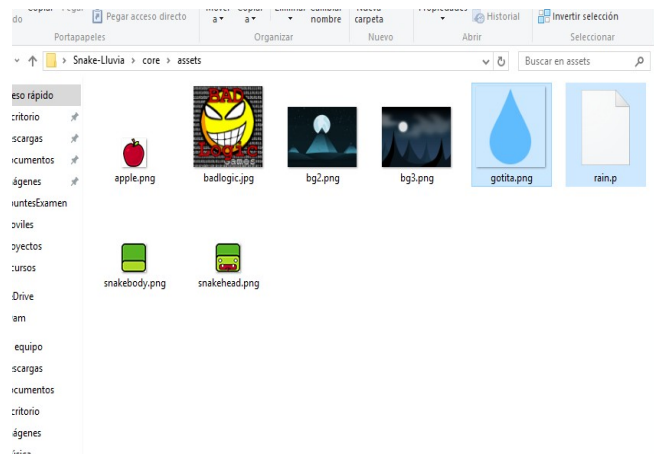
IMPORT YOUR PARTICLE TO A PROJECT

- Step1:Save your project and and rename the extension *.p

- Step2:Import the files to assets

- Step3: Create a object instance and initialize

```
private ParticleEffect particle = new ParticleEffect();
```

- Step4:Load the ParticleEffect in show() method,add its position and start it

```
particle.load(
        Gdx.files.internal("rain.p"),Gdx.files.internal(""));
```

```
particle.getEmitters().first().setPosition(0,Gdx.graphics.getHeight());
```
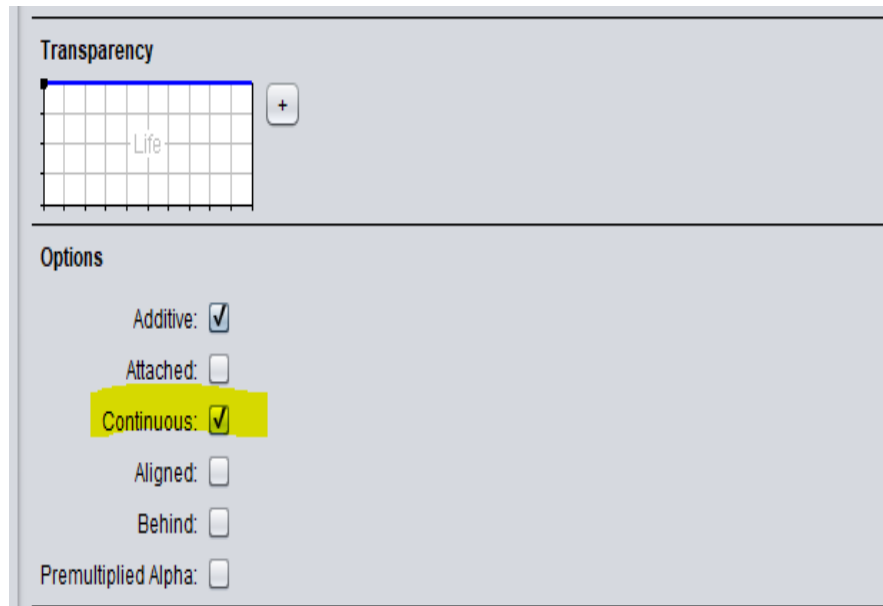
```
particle.start();
```

- Step5:Draw Particle object in draw() method

```
batch.begin();
particle.draw(batch);
batch.end();
```
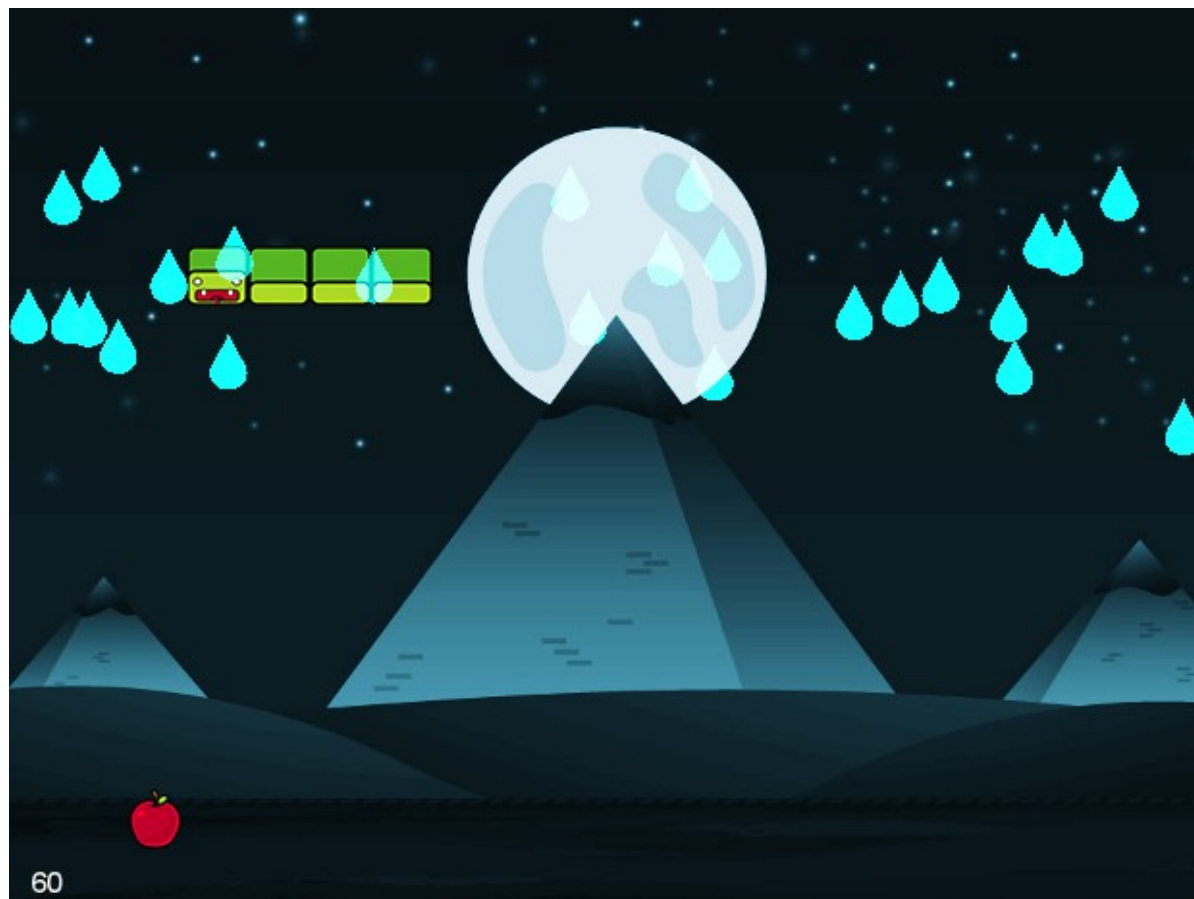
- Step6:Update the Particle object in render() method

```
particle.update(delta);
```


It doesn't work if we don't defined the emitter Continuous

SUMMARY

BIBLIOGRAPHY

http://perniadaniel.blogspot.com/2014/05/tutorial-particle-editor-libgdx.html

https://libgdx.badlogicgames.com/tools.html

https://www.gamedevelopment.blog/particle-effects-libgdx-2d/